



RESET

CONTROLS

DISPLAY

MANUAL

REWIND

Use **L** to flip pages or pan, **R** to zoom, **B** to go back



GREETINGS!

Thank you for your purchase of this **NEEDY POKET** software cartridge. Before you begin, be sure to read through this user's manual and learn how to play the game properly for expanded entertainment. Keep this user's manual in a safe place.

The information in this user's manual is still being developed. Please pardon any discrepancies that may exist with the specifications of this product such as game screens, etc.

Card game
in progress!



2

CONTENTS

WHAT'S 'CARD FIGHTERS' CLASH?!	4
STORY & HEROES	5
BASIC GAME COMMANDS	6
BEGINNING GAME PLAY	7
CARD GAME PLAY	8
THE BATTLE SCREEN	14
BATTLE FLOW	15
ATTACKS	17
COUNTER	19
BACK-UP	20
OPTION MENU	22
CARD MENU	23
ARRANGING DECKS	24
GETTING CARDS	26
TRADING CARDS	27
VS MODE	29
TURNING THE UNIT OFF DURING PLAY	32

3

Use **(L)** to flip pages or pan, **(R)** to zoom, **(B)** to go back

POWER
RESET
CONTROLS
DISPLAY
MANUAL
REWIND



WHAT'S "CARD FIGHTERS' CLASH?"

This game is a one-on-one card battle featuring the long-awaited duel between SNK & CAPCOM's most popular characters.

BASIC RULES

Two players square off against each other with **decks** they've arranged themselves. You win by reducing your opponent's hit **points (HP)** to zero; or, if no cards remain in your **pile** at the beginning of a **turn**, you lose.

TERM DEFINITIONS

Deck

A pile of 50 cards you use in games. You can arrange decks as you please, but you're only allowed 3 of the same card in a deck. When playing a game for the first time, you must use the pre-arranged Starter Deck.

HP

Represents Life Power. This value changes according to conditions during game play.

Turn

The time during which players are allowed to pick cards, make attacks, use Abilities, etc.

Pile

A deck shuffled at the start of each game. At the beginning of your turn when you pick a card, you always pick the top-most card from the pile.

4

STORY & HEROES

The world has been struck with "SC Card Fighters' Clash" fever after Company S and C jointly released this popular game. In every nation and continent, players obsessed with collecting all cards gather day and night to compete. In the midst of this mania, the companies have opened an official tournament, "SC Card Fighters' Clash." From experienced players to novices, all have joined and are playing to win. Well, then, are you ready for the challenge?



CAP

Male

Blaze of temper, CAP is both an extremely able and mischievous card player who plays to win.



COMET

Female

Cap's grumpy sister. A relatively normal young lady whose spirit has been stirred by the game.

5

Use **(L)** to flip pages or pan, **(R)** to zoom, **(B)** to go back

POWER
RESET
CONTROLS
DISPLAY
MANUAL
REWIND



BASIC GAME COMMANDS

Commands in this game consist of the following.



JOYSTICK

Moves cursor/Moves player characters

A BUTTON

Confirms item, command, card, conversation selection/
Sends messages/Moves game action along

B BUTTON

Cancel item, command, card selection/Sends message/Returns
action to previous screen or previous command

OPTION BUTTON

Call up Option Menu/Rearranges cards/Speeds up camera
movement/Call up Card Data/Call up Deck List

Move the Joystick while pushing the B button to run around
map screens and use short cuts on the Battle screen.

6



BEGINNING GAME PLAY

Push the A button when the Title screen appears after the Opening Demo. Choose 1 of the 3 menus from the Start screen and push the A button.



Continue

Lets you begin play from where the game was saved. When
no game data has been saved, this menu will not appear.

New Game

Lets you start a game from the beginning. Players
first select either a male or female character (hero)
and enter a name. Input names by moving the
joystick to a letter and pressing the A button to
confirm your choice. If you make a mistake, push the
B button to erase a letter at a time and input letters
again. Select "END" when you complete a name and
push the A button.

Rules

Choose either "PLAY" or "TERMS" to see card game
rules or explanations of terms used during game
play.

7

Use **(L)** to flip pages or pan, **(R)** to zoom, **(B)** to go back

READING AC CARDS

When placed in the ring these cards can do things like increase character's SP or restore your HP. As long as SP permits, you can use as many of these cards during a turn as you want.



Card illustration

Card name

Card type
Shows the type of card as "ACTION"

SP cost
Shows SP needed/spent with the use of this card

I won!



10

CARD GAME FLOW

1 ARRANGE DECK

Arrange the deck you'll use in battles. One deck consists of 60 cards, and you can only use up to 3 of the same card in a deck. Arranging the deck is explained in detail on pp. 24 - 25.

2 Draw 5 cards from the deck for your hand.

When the deck is shuffled, 5 cards are automatically dealt to your hand, and the remaining cards become the pile.

3 Choose First, Second Player

The order of player turns is determined randomly.

Don't look away!



11

Use **(L)** to flip pages or pan, **(R)** to zoom, **(B)** to go back

MANUAL



4 Your Turn

Follow steps (a) through (d) to complete your turn.

a. Cancel Freeze of your characters

Cancel Freeze of all your characters. But it's not applied just after a game is started because no characters have yet been placed in the ring.

b. Draw Card

A card is automatically drawn from your pile. At this time, if there are no cards remaining in the pile, you lose.

c. Main Turn

Select from the 4 following steps in any order you please.

- ① Put character(s) in the ring (1 per turn / 3 at MAX)
You can choose 1 character from your hand and put him in the ring. Those just placed in the ring cannot attack or use a Ability until the next turn.
- ② Use Back-Up Character (1 character per turn)
Characters just put in the ring or in Freeze Phase cannot perform Back-Up attacks.
- ③ Use AC Card (Can be used as often as SP permits)
- ④ Use character's Ability
Put a character in Freeze Phase when used. Characters just appearing in the ring or those in Freeze Phase cannot use this Ability.

12



d. Attack

There are two types of character attacks, the "SINGLE" and "UNION" attacks.(See pp.17-18 for details.) Attack a character/player, and when there is no Counter, the enemy's HP is reduced by the amount of the attacking character's SP. However, characters just appearing in the ring and those in Freeze Phase cannot attack. Moreover, it automatically becomes the opponent's turn after attack. During this time, the attacking character is put in Freeze Phase, and basically cannot be used until the beginning of the next turn.

5 Opponent's Turn

During your the opponent's turn, you can use a Counter when you or your characters are attacked. A Counter means that your characters can protect you from an opponent's attack (see p. 18). However, only 1 character (not in Freeze Phase), can Counter an attacking player or group using a Union Attack. When you don't accept battle, your HP decreases.

6 Deciding Battles

Continue to battle it out, and when either of the player's HP reaches "0," or there are no more cards to draw from a pile (no cards remain), the game ends.

13

POWER
RESET
CONTROLS
DISPLAY
MANUAL
REWIND

Use **(L)** to flip pages or pan, **(R)** to zoom, **(B)** to go back

THE BATTLE SCREEN

Battles are mainly played using this screen in **SINGLE** (Single-player) and **VS MODE** (2-player) battles.



You can select 1 of these 6 commands, "HAND," "SEARCH," "INFO," "ATTACK," "ABILITY," and "END."



14

BATTLE FLOW

Choose one of the commands below that you want to activate during your turn.

Hand

Select how to use your hand cards. If using a **CHA Card**, choose a character card from your hand and when the character is put in the ring, select "USE" and decide where to place the card. When you want to see character data, select "DATA." Also, you can push the **OPTION** button to rearrange your cards.



Search

Lets you examine the ring situation. Choose from the 4 following sub-commands.

- **RING CHA** ----- Displays the number of character cards in hands and piles for you and your opponent.
- **STATUS** ----- Shows the number of cards in your and your opponent's hands and piles.
- **YOUR DISCARDS** ----- Shows cards you've discarded.
- **ENEMY DISCARDS** ----- Shows cards opponent has discarded.

Info

Explains terms that appear during game play. Shows the definitions of the terms you select.

15



BATTLE FLOW

Attack

Use characters in your ring to attack your opponent (characters just appearing in the ring or in Freeze Phase cannot be used). Select a character that can attack and choose among "SINGLE," "UNION 1 (uses 3 SP)" and "UNION 2 (uses 10 SP)" attacks. When there are numerous attacking characters, you can choose to have all characters attack or only selected characters attack. After attacks, the other player's turn begins automatically.

Ability

You can use a [Ability] of characters appearing in the ring (characters just appearing in the ring or in Freeze Phase cannot be used). Select the character whose Ability you want to use. Note that certain character Abilities require you to select a target character to activate them.



End

Ends your turn. Once you choose this command, you cannot cancel its selection. *Push the OPTION button to make the cursor jump to "END," and push it a second time to end the turn.



ATTACKS

Attacks can be made using characters in the ring who are able to attack. Among attacks there are the "SINGLE" attack in which one character attacks at a time, and two types of "UNION (SP-CONSUMING)" attacks, wherein a number of characters attack at once. Characters who lose attacks become offcards. Also, you can set up to 3 cards simultaneously for Single attacks.



Calculating Wins/Losses

A simple subtraction of BP is made between attacking and counter-attacking characters. When the attacking character's BP is 500 and the counter-attacking (COUNTER) character's BP is 300, the attacking character's BP becomes 500-300, or 200 BP. The counter-attacking character is KO'd and placed in the Discard pile.

Can you beat me?



POWER
RESET
CONTROLS
DISPLAY
MANUAL
REWIND

Use **(L)** to flip pages or pan, **(R)** to zoom, **(B)** to go back



INCREASE SP AND USE UNION ATTACKS

A Union Attack is a powerful attack that uses a certain amount of SP while inflicting the enemy with Pierce Damage when a number of your characters who are able to attack are in the ring. Union Attacks require and use 3 SP for two-character unions and 18 SP for three-character unions.

Pierce Damage Example

A Union Attack consisting of

First attacker, SASQUATCH (BP 400)

Second attacker, ZANGIEF (BP 700)

VS

DAIMON (BP 800)

- 1) First, in the Sasquatch vs. Daimon attack, with 400 BP against 800 BP, Daimon wins. Daimon's final BP is calculated as $800 - 400 = 400$.
- 2) In the ensuing attack between Zangief and Daimon, with 700 vs 100 BP, Zangief wins, and his BP is calculated as $700 - 100 = 600$ BP.
- 3) Zangief's remaining BP is 600, but this value is subtracted from the opponent's HP.

Advice on Union Attacks

During Union Attacks, Abilities are nullified. For example, although Heidem has the ability to steal a maximum of 3 SP from opponents, in Union Attacks even if he inflicts Pierce Damage, Heidem cannot steal SP from opponents.

18



COUNTER

You can block an opponent's character's attack using one of your characters. A Counter can even be made by characters just put into the ring. You can decide whether to use a Counter or not.

(Using Counter)

Becomes a battle between character players.

(When not using a Counter, or when your character's not in the ring)

Enemy's attack hits your HP, and your HP decreases.

(WARNING!)

- Characters in Freeze Phase cannot be used for a Counter.
- Only one character can be used to counter-attack an opponent's Single attack or multi-character Union attack.

Counter Commands

During battles when your opponent attacks, the three commands below appear on the screen. Choose any one of these to respond to your opponent's attacks.

- Counter Counterattack the opponent. Choose the Counter character and the opponent's character.
- No Counter Do not fight back. Your HP falls according to the BP difference of your opponent's attack.
- Ring CHA Search character's BP and Abilities.

19

Use **L** to flip pages or pan, **R** to zoom, **B** to go back



BACK-UP

By matching up specific characters with those in the ring, you can uniformly increase SP by 300, and this is called a "back-up." Back-ups can be performed on characters in the ring, but is restricted to those characters who have not yet entered in the ring and are not in Freeze Phase.

Relation between Back-Up characters and Backed-Up characters

Characters able to provide back-up (compatible characters) are pre-determined for each character, and a list of compatible characters can be seen with the Card Data screen, via the "SEARCH" command. When names are marked with a "T" symbol in the list, this means if it's an SME character *he/she* can receive back-up from a CAPCOM character; and if it's a CAPCOM character *he/she* can get back-up from an SME character.

WARNING

Compatible characters fundamentally back each other up, but there are exceptions among certain combinations.

(FOR EXAMPLE) L. Raptor & Helen-Ko's Case?
L. Raptor can back up Helen-Ko, but Helen-Ko cannot back up L. Raptor.



BACK-UP COMMANDS

When characters able to back-up are in your hand, select that character card, match the cursor to the character you want to give back-up to, and push the A button. Back-up will be activated and the character will be powered up.

WARNING

- Back-ups can be used once per turn.
- The character getting back-up does not enter Freeze Phase, and can use attacks and Abilities.
- When the character getting back-up is KO'd, the back-up character is also KO'd.
- The back-up character's Ability and SP are disregarded in game play.
- The character used for back-up is limited to 1 card of 1 type. (Although exceptions do exist.)

I crave
ooooo!



Use **L** to flip pages or pan, **R** to zoom, **B** to go back

POWER
RESET
CONTROLS
DISPLAY
MANUAL
REWIND

ARRANGING DECKS

When you select "ARRANGE DECK" from the card menu, you can arrange decks as you like.

Procedures for Rearranging Decks

- 1 Select "CARD" from the Option menu.
 - 2 Select "ARRANGE DECK" from the Card menu.
 - 3 Select the deck you want to arrange or "NEW DECK." <F>
 - 4 Actually arrange the deck using the Deck Arrange menu.
- <F> After you choose "NEW DECK," what status you will arrange to deck manually (MANUAL) or automatically (AUTO) before the Deck Arrange screen appears.

Hey, drop that blade!



24

DECK ARRANGE COMMANDS

First, choose the card type moving the joystick right or left. When you decide on the type, turn pages by moving the joystick right or left and move the joystick up or down to select a card. When you decide on a card, the card name will flash so move the joystick again, select the number of cards, and push the A button to confirm selection (up to 3 of the same card can be selected). Repeat these commands and when you finish arranging the deck, push the B button.



3 types of commands – "SAVE," "TOSS," and "END" – will be displayed, select "SAVE" and push the A button. When arranging a new deck, after selecting "SAVE" and pushing the A button, enter the name of the deck. When you want to rearrange all decks, select "TOSS," or "END" to stop rearranging decks.

- Move the cursor to the type of card and push the OPTION button to see a list of deck contents. Each time you push the OPTION button while the deck content list is displayed, you can switch between SP and SF by moving the joystick right or left and change the display for the number of cards.
- When you match the cursor to a particular card and push the OPTION button, you can see that card's information.

25

Use **(L)** to flip pages or pan, **(R)** to zoom, **(B)** to go back



CARD TRADING SHOPS

You'll find shops that will trade cards for you during game play. You can trade 3 cards of the same Rarity or greater with 1 card in the trading shop. Also, you can get rare cards that you'll only obtain by trading cards in these shops.



USING TRADING SHOPS

When the Card List screen is displayed first, select the card you want. Select "DATA" to view the card's information, and when you've decided to trade, select "DECIDE." When you subsequently select 3 cards, confirm whether you want to trade. If you select "YES," the trade is concluded.



VS MODE

Use the NEEDED POCKET LINK CABLE (sold separately) to play VS Mode games and trade cards with other NEEDED POCKET owners. The use of this mode is explained below. When using VS Mode, you'll need to prepare and properly connect 1 NEEDED POCKET LINK CABLE, 3 "SNK VS. CAPCOM CARD FIGHTERS' CLASH" software cartridges (using SNK with CAPCOM version is OK), and 2 NEEDED POCKET COLOR or NEEDED POCKET units together.

VS MODE MENU

Select "VS MODE" from the Option menu to call up the VS Mode menu. Select the menu you want to activate.

- VS Mode** Lets you play 2-player games.
- Give Card** Lets you give cards away to another NEEDED POCKET owner.
- Get Card** Lets you get a card from another NEEDED POCKET owner.
- Pocket Link** Lets you send Card Album data (1) to "The Match of the Millennium." (2)

(2) "THE MATCH OF THE MILLENNIUM" is a separately sold fighting game title in the SNK VS. CAPCOM series, scheduled for release in December, 1999.
 (1) When using "POCKET LINK," one player must have a "THE MATCH OF THE MILLENNIUM" software cartridge inserted into the NEEDED POCKET/COLOR unit.

POWER
 RESET
 CONTROLS
 DISPLAY
MANUAL
 REWIND

Use **(L)** to flip pages or pan, **(R)** to zoom, **(B)** to go back

BEGINNING VS MODE GAMES**1 Opening the Link**

First, both players must select "VS MODE" from the Link menu and answer "YES" to the question asking whether it's okay to save game data after a VS MODE game. After this, both players must select the Link cable and either of the players must press the A button to open the communication link.

2 Setting VS Mode Rules

Before beginning VS Mode battles, you can determine rules for the game. Select 1 of the 3 formats below.

EXHIBITION

The winner gets 1 card selected randomly. The loser gets and loses nothing.

NORMAL

Each player selects 1 of their cards before a game. The loser's selected card is taken by the winner.

DEATH

The loser has 1 card from his deck used in the game taken by the winner. The card is randomly selected.

3 Setting Handicaps

Players choose whether to set a handicap. When a handicap is selected, the CPU automatically calculates handicaps within both decks and the game begins. When a handicap is not selected, the game begins after the selection of HP is made.

30

LINK CARD TRADES**Giving Cards Away**

When giving cards to another player, select "GIVE CARD" from the Card menu. You can select up to 8 types of cards (5M cards) to give away. When you've finished choosing cards, push the B button to call up the "GIVE" and "END" commands, and select "GIVE". After this, select the Link Cable to send cards to another player.

Getting Cards from Another Player

To get cards from another player, choose "GET CARD" from the Card menu. Select the Link Cable to receive other player's cards.

Sending data to "THE MATCH OF THE MILLENNIUM"

You can send Card Album data (the album completion percentage) to "THE MATCH OF THE MILLENNIUM." Select "POCKET LINK" from the Card menu. Just wait and see what happens when you send this data!

31

Use **(L)** to flip pages or pan, **(R)** to zoom, **(B)** to go back



CARDFIGHTERS FLASH

SEGA • BANDAI • CAPCOM

CAPCOM CARDFIGHTERS with Street Fighter

Distributed by
SNK CORPORATION

©1999

SNK(TO) KIWAMI

©CAPCOM CO., LTD. 1989-99. ALL RIGHTS RESERVED.

Street Fighter, CAPCOM Card Fighters Flash is manufactured and distributed

by SNK Corporation under the license from CAPCOM CO., LTD.

©CAPCOM is a registered trademark of CAPCOM CO., LTD.

NECP0088

REPRODUCTION
PROHIBITED

Use **(L)** to flip pages or pan, **(R)** to zoom, **(B)** to go back